MORTAL KOMBAT®
ARMAGEDDON™

INSTRUCTION BOOKLET

MATURE 17+
M
CONTENT RATED BY ESRB

MIDWAY

Warning

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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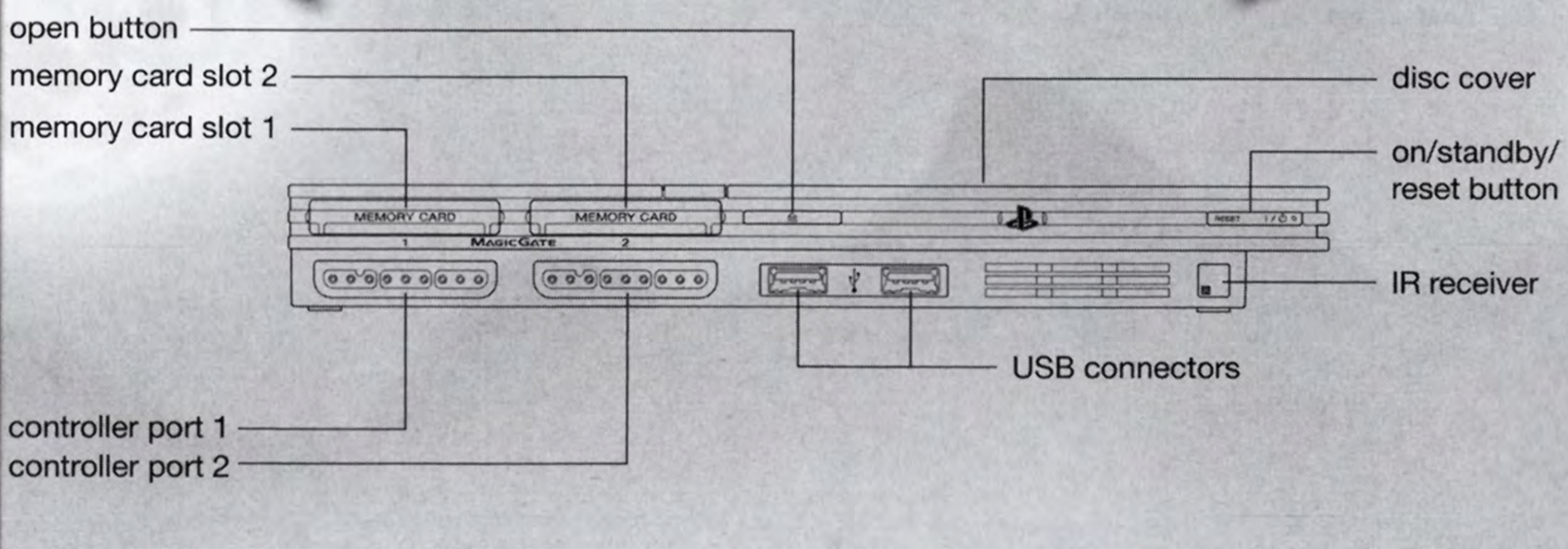
Get Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the "**Mortal Kombat®: Armageddon™**" disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Voice Chat/USB Headset

This product allows the use of the USB headset (for PlayStation®2). To turn your headset mute on or off, toggle the SELECT button. Your headset mute will default to on if it is plugged into your console after an online match has already started. Voice chat is only available while in an online match. For more information regarding the Online feature of the game, see pgs. 18-19.

Menu/Sub-Menu Navigation

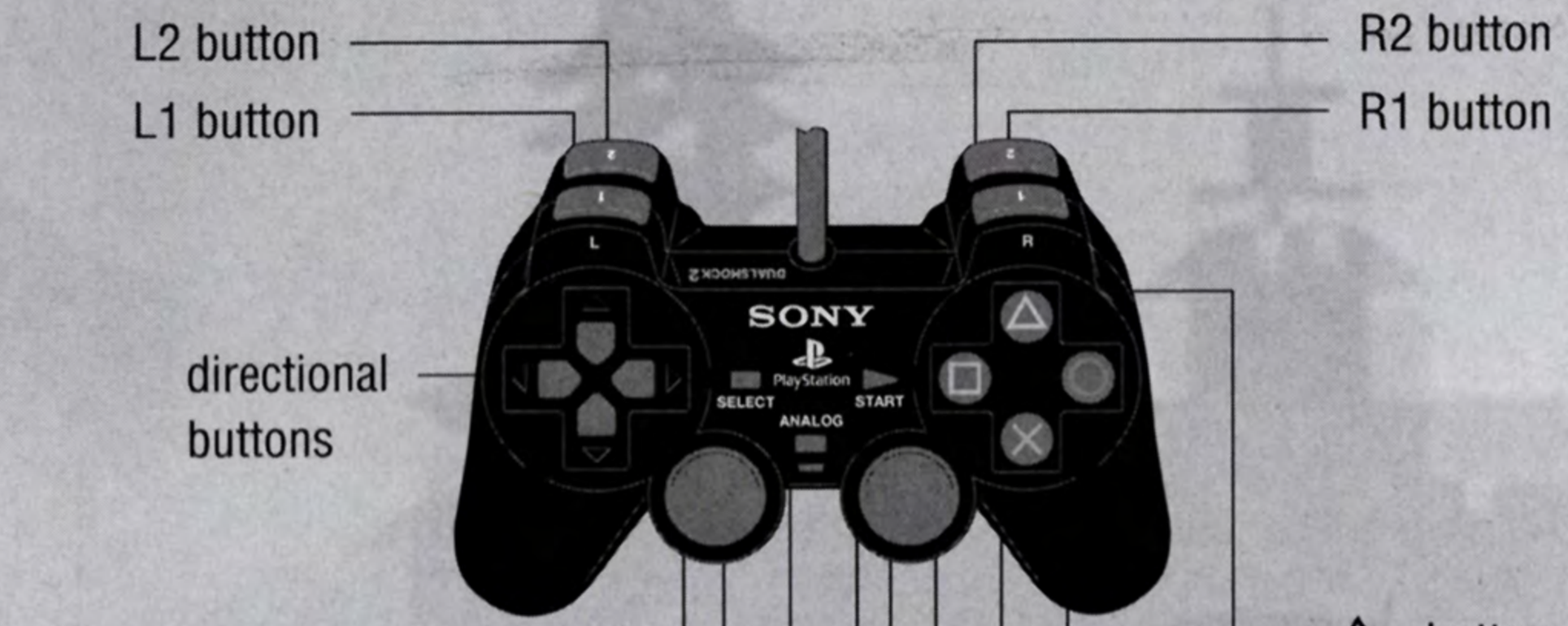
Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or →) to highlight a selection.

Important for Online Play

Please be sure to use the controller plugged in port 1 for online play.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

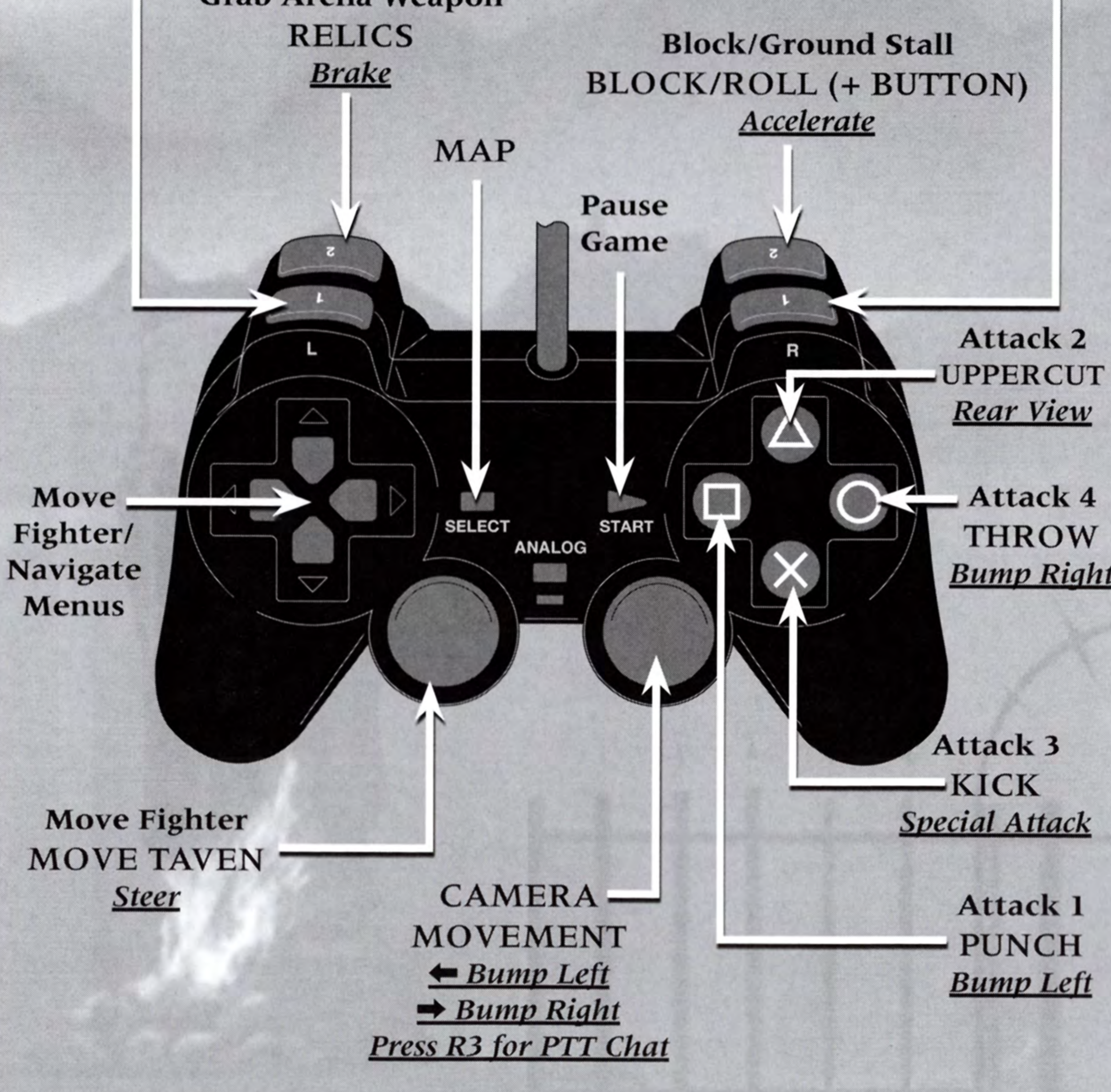
Personal Profiles

When you start up your **Mortal Kombat: Armageddon** game, it automatically loads any saved game data from the memory card. If no previous MKA data can be found on the memory card, you will be prompted to create a new Profile Kollection. When prompted, press the ▣ button to create an MKA file to MEMORY CARD slot 1 or the ◉ button to create a file to MEMORY CARD slot 2 (see **Profiles**, pg. 10).

Quitting a Game in Progress

During the game, press the START button to display the Pause Menu. Press the directional buttons ↑ or ↓ to select **Main Menu**, then press the ⊗ button. Highlight **Yes** and press the ⊗ button again to go to the Main Menu.

Kontrols



FAST GETUP

When knocked down in Konquest mode, press the ⊗ button to roll back quickly and onto your feet.

Kombat Mode

KONQUEST MODE

Motor Kombat

Saving

We highly recommend using a memory card for saving accumulated Profiles and game progress. **Mortal Kombat: Armageddon** includes a Player Profile and Krypt feature (see **Profiles**, pg. 10) that are best enjoyed using a memory card inserted in MEMORY CARD slot 1 or 2 of your PlayStation®2 game console.

If you're using a memory card, the game's Autosave feature will automatically save accumulated data to your Player Profile for further use while using The Krypt option. Autosave will also save data during **Arcade**, **Versus** and **Konquest** game modes.

Along with game features, your adjusted game options are automatically saved as well. Once saved, the options will automatically be loaded the next time you power up your PlayStation®2 game console as long as you have a memory card inserted that contains previously saved MKA data.

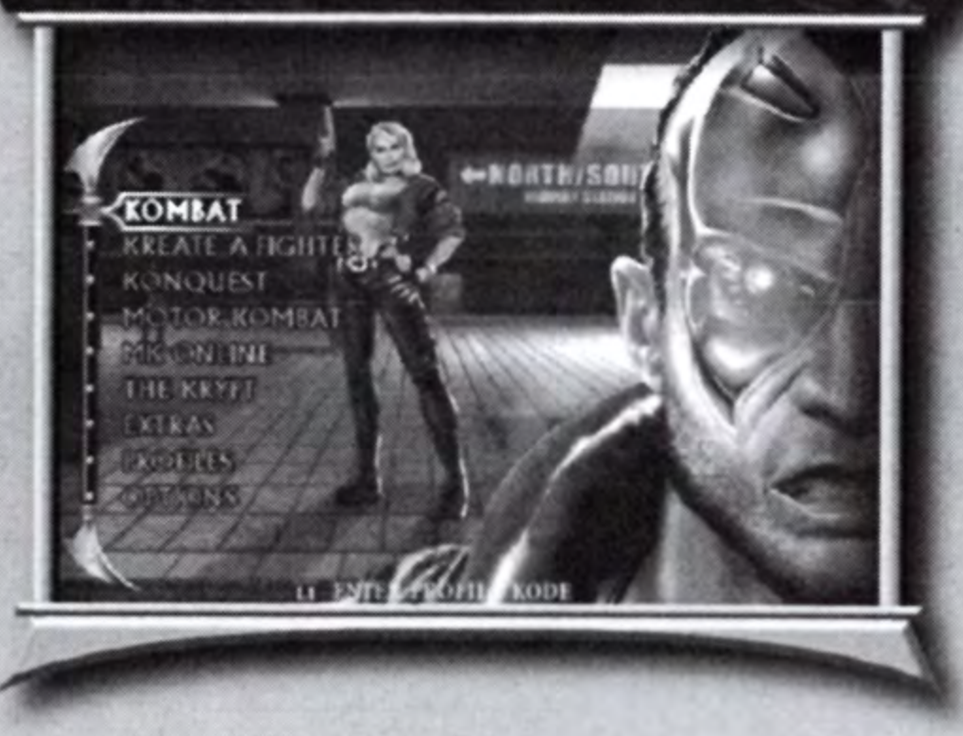
Important

When you make changes to the default settings for any of the areas within the "Options" menus, these changes will be automatically saved if you're using a memory card with a previously created Player Profile. When there are memory cards in both MEMORY CARD slots 1 and 2, the "Options" settings for MEMORY CARD slot 1 will always be used, even if it's set at the default settings.

Mortal Kombat: Armageddon requires 174KB to save to the memory card.

It is advised that you do not insert or remove peripherals or memory cards once the power is turned ON. Make sure there is enough free space on your memory card before commencing play.

Main Menu



Kombat

At the Main Menu, highlight the option you'd like to select, then press the ⊗ button.

Arcade

Select a fighter, and travel to many locations. Although Arcade mode is for playing against CPU controlled opponents, another player can press the START button to join in. You'll then go to the Fighter Selection Screen (see **Fighter Selection**, pg. 13). As you play Arcade Mode, you'll earn Koins with each victory. You'll want to win as many matches as possible to collect these Koins and purchase items in The Krypt (see Krypt, pg. 9).

Versus

Select this option to play against a friend (or enemy). You'll go right to the Fighter Selection Screen (see **Fighter Selection**, pg. 13).

Press the R2 button to view the Arena Selection option. Press the directional buttons ← or → to cycle through available arena backgrounds. When you find the arena you want to use, press the ⊗ button to regain access to the Fighter Selection screen.

Practice

Even if you're a Mortal Kombat veteran, you may require some practice. Select this option, select a fighter and get some practice.

After selecting this option, you'll go to the Practice Mode Fighter Selection screen. Highlight the fighters you'd like to use, then press the ⊗ button.

As you fight, you'll notice that there is no Timer. A Practice Opponent's Health Bar will refill automatically when drained. You can battle as long as you like. Controller buttons appear on-screen as you press them, so you can learn which button combinations produce certain moves. Practice Mode is a useful way to get familiar with the fighters.

Main Menu

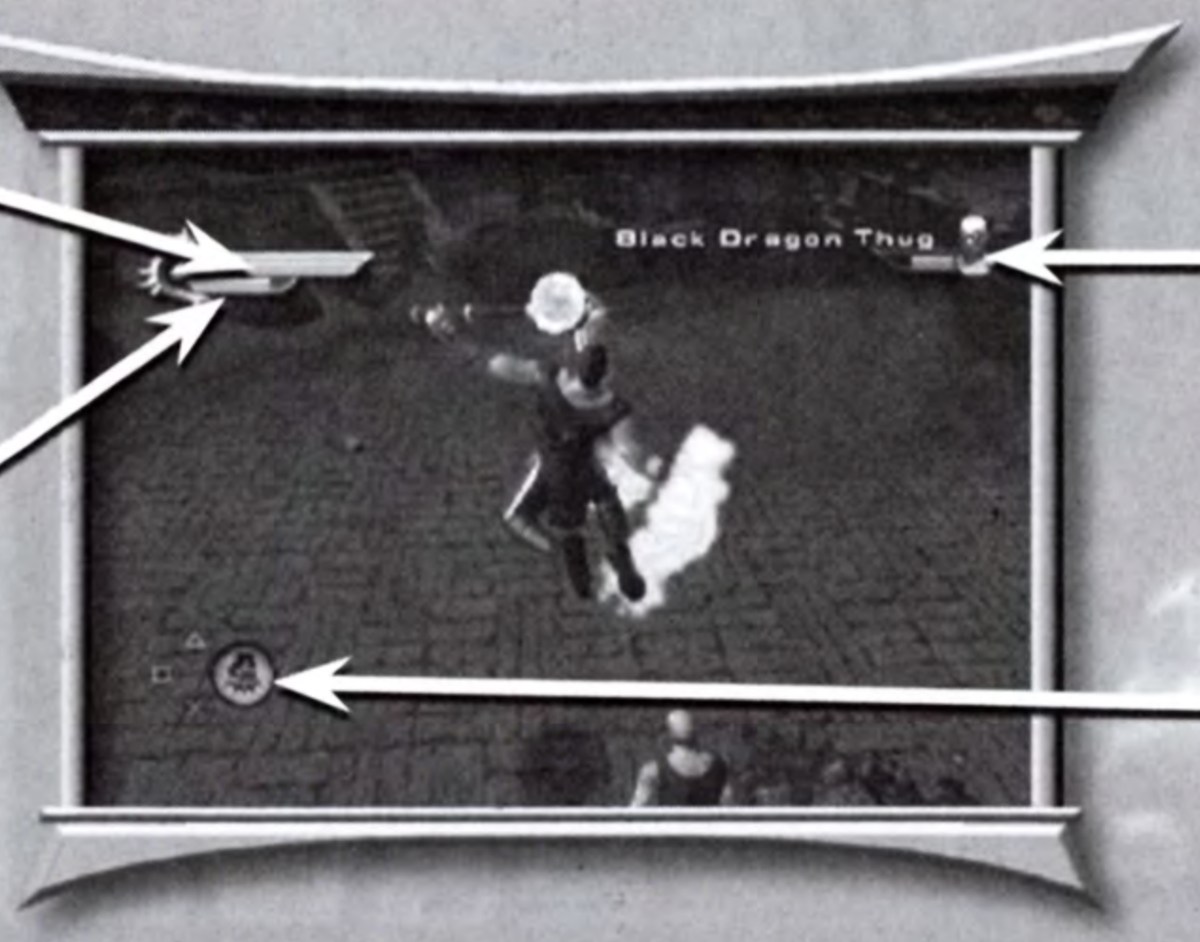
Kreate-a-Fighter

Create your own custom Kombatant. Customize Size, Gender, Facial Type and Clothing. Create your own Fighting and Weapon Styles, equip your character with different Special Moves, apply custom characteristics and bring your creation online for the ultimate MK experience.

Highlight an attribute, then press the ⊗ button to select it or make color changes. You can then use the ⊗ button access other attributes, then make more selections to make changes to your fighter. Press the L1 button and R1 button to change categories. When you're finished, you can save the custom fighter to your Profile for use online in Mortal Kombat.

Konquest

On a quest set forth by his father, Taven discovers there is more at stake than a gift of godlike power. Ultimately he must decide the fates of the kombatants and save the realms... from Armageddon!! Guide Taven as he journeys through the Mortal Kombat Universe.



Health

Health is displayed for both Taven and his enemies. Vanquished foes will emit Green Orbs that will recharge your health.

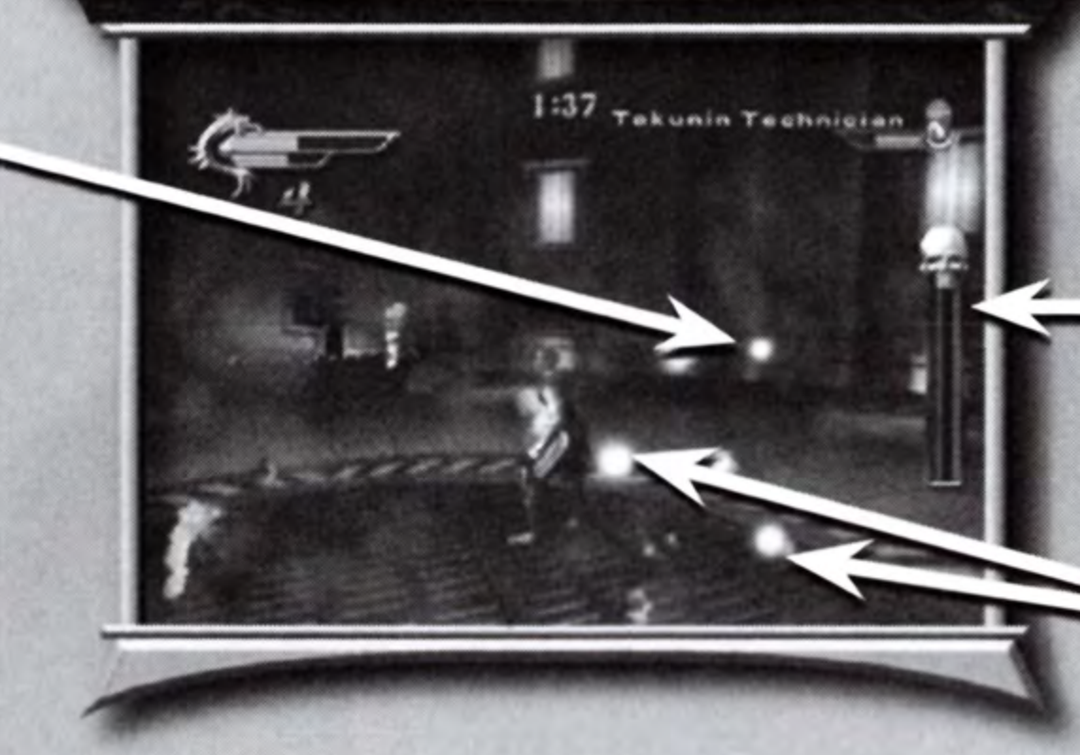
Special Power Meter

As you use Taven's special powers, this meter diminishes. Vanquished foes will emit Blue Orbs that will recharge your power.

Special Power Controls

When you press the L1 button to activate Taven's special moves, a control display will appear on-screen. Use it to determine the button you'll need to press to use a specific special move. Each move is represented by a particular icon.

Main Menu



Special Power Blue Orb

Special Task Meter

Health Green Orbs

Special Task Meter

When you see this meter during battle, you'll need to perform a certain task. The bar will fill as you progress through the task. Filling the meter will help you progress after the battle.

Green/Blue Orbs

As you defeat foes, these Orbs will find Taven and recharge his Health and Special Power meters.

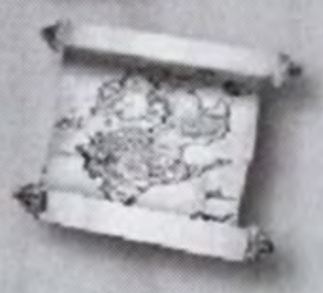
Pickup Items

During your Konquest, you'll encounter many pickup items.

Gold Koins, **Chests** and **Sacks** will help line your pockets with gold you can use later to purchase items in The Krypt. **Chests** also contain other unlockable items and special powers. Chests do not all look alike. To open one, stand in front of it and press the ⊗ button to kick it open.

Once you've collected the Map, you can press the R2 button to view your location.

Other items, such as pictures, gloves and weapons, are items you'll need to gather in order to unlock something special.



Konquest Inventory Screen

As you find items in Konquest, press L1 button to view an inventory screen and see what items you've collected.

Motor Kombat

Motor Kombat lets you take your favorite characters into the fun, fast-paced, arcade driving genre and compete in a multi-player environment. You can navigate through five tracks with any of 10 available characters.

At the Track Selection screen, press the directional buttons ⬅ or ➡ to cycle through the available tracks. Press the ⊗ button to select.

Main Menu

At the Player Select screen, each player will need to press the START button to access the characters. Press the directional buttons ⬅ or ➡ to cycle the characters, then press the ⊗ button to select. While playing Motor Kombat online, press the R3 button for PTT chat.

Green Lightning Bolt Pickups

Running over a green pickup will give the user a speed boost for four seconds as long as the accelerate button is pressed.

Gold Star Pickups

These will activate a character's special move which can be performed by pressing the ⊗ button.

MK Online

Play Mortal Kombat: Armageddon online against numerous kombatants. For more information, see **MK Online**, pg. 16 - 17.

The Krypt

The Krypt is an enormous room with 288 selectable skulls mounted on the walls. Use the Koins you've earned to "purchase" and reveal hidden Kontent. You'll discover items like new Characters, Arenas, Endings, Production Art, Movies and Photos. Other times you'll find something small -- or absolutely nothing.

Before you can enter The Krypt, you must enter your saved player Kode created using the Player Profile option (see **Profiles**, pg. 10). The Krypt can only be accessed if you're using a memory card (see **Saving**, pg. 5).

Once you've entered The Krypt, press the directional buttons ⬆, ⬇, ⬅ or ➡ to move from slot to slot. Note the displayed cost of each slot, then press the ⊗ button to open it. To move from wall to wall, press the L1 button or R1 button. Purchased items such as sketches and photos are saved to your Profile name. Once you've unlocked an item, its image will be displayed the next time you enter The Krypt.

Extras

Kredits

View the names of those who worked long days and nights to bring you **Mortal Kombat: Armageddon.**

John Woo Presents Stranglehold™

This is a sneak peak video of one of Midway's most anticipated games for 2007.

Spy Hunter®: Nowhere to Run™

This is a sneak peak video of Midway's latest Spy Hunter game.

Main Menu

Profiles

With a memory card inserted in MEMORY CARD slot 1 or 2, you can create a Player Profile and earn Koins to purchase items in The Krypt (see The **Krypt**, pg. 9). With these options, create and manage your saved Profiles:

Create a Profile

The first step is to name your Profile. Highlight a character, then press the ⊗ button to make a selection. Repeat this process to spell your name. Select the right or left arrows to place spaces between characters or delete characters. Select "DONE" when you're finished. You can create as many as eight Profiles.

Choose Icon

Choose an icon to represent your Profile, then press the ⊗ button to select.

Enter a Kode

Use your controller to select a sequence of button presses. This Kode will be the password to your Profile. As you press buttons, the Kode Window will display asterisks. After you've entered a Kode, you'll be asked to confirm it by repeating the sequence. It's a good idea to write down your Kode, so you won't forget it the next time you want access to your Profile. If you forget your Kode, you won't be able to access your saved Profile.

Select Save Location

Your MKA Profile Kollection offers eight slots for saving your individual Profiles. Press the directional buttons ⬅ or ➡ to select the appropriate MEMORY CARD slot, then press the ⊗ button to save the Profile. After saving, your icon and Profile name will be displayed for future reference.

View Profile

Use this option to view your statistics and the number of Koins you've accumulated. Press the directional buttons ⬅ or ➡ to select saved Profiles (if you have more than one).

Delete Profile

Press the directional buttons ⬅ or ➡ to select saved Profiles, then press the ▣ button to delete Profiles you no longer want. This may become necessary once your memory card becomes full.

Load Profile

Press the L1 button, enter the Kode, and select a Profile.

Main Menu

Options

On all Options menus (other than Controller) highlight an option, then press the directional buttons ⬅ or ➡ to adjust the setting. You can also press the ▣ button if you'd like to restore the Options to their default settings.

GAMEPLAY

Kombat CPU & Motor Kombat CPU

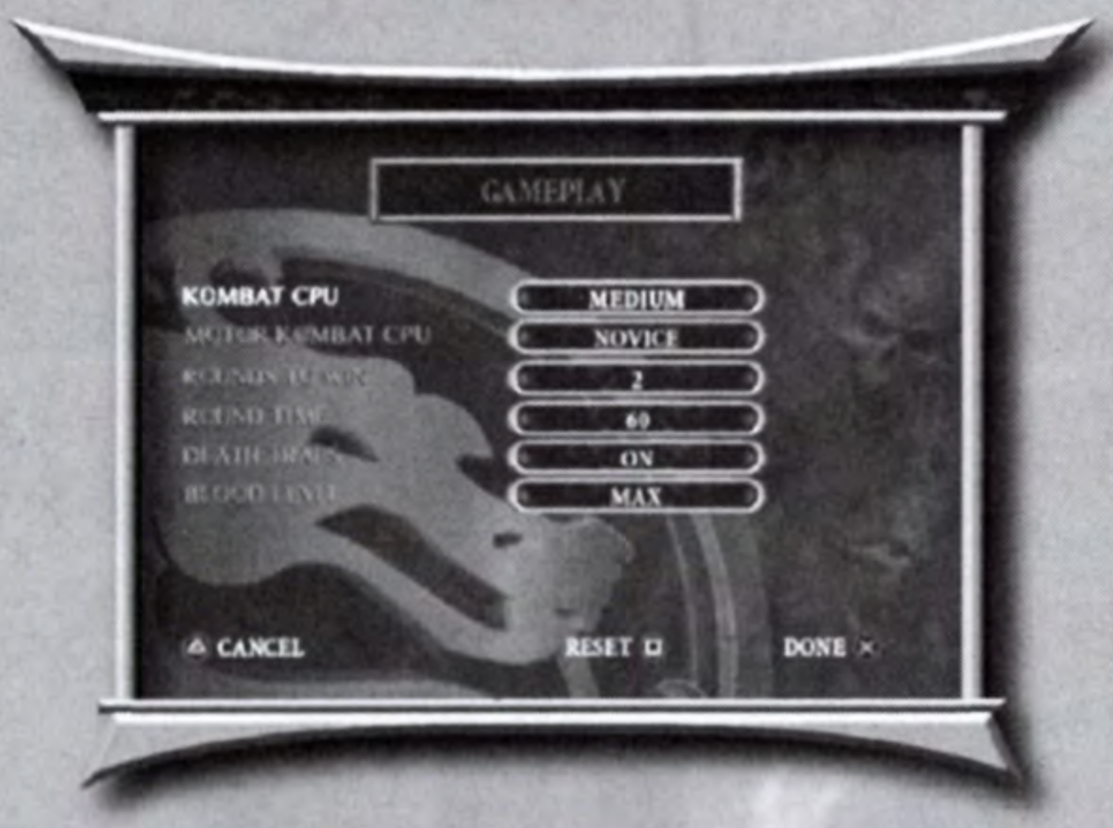
Choose from **Novice**, **Easy**, **Medium**, **Hard** or **Max** difficulty, depending on your personal skill level.

Rounds to Win

You can decide how many rounds you'll need to win in order to determine the winner of a Kombat match. Choose 1, 2 or 3 rounds.

Round Time

Rounds are timed at 60 seconds. You can set the timer to specific times between 20 and 90 seconds, or you can turn it Off.



Death Traps

Some environments have Death Traps. You can turn them On or Off.

Blood Level

You can select the amount of blood spilled during the course of a match. You can select **Max**, **Low**, **Medium** or turn it **OFF** completely. Remember, if you turn Blood Off, Fatalities will not be available.

AUDIO

Make volume adjustments to **Game Music**, **Environment**, **Announcer**, **Effects** and **Speech**. Highlight an option, then press the directional buttons ⬅ or ➡ to adjust audio levels.

VIDEO

Contrast and Brightness

Highlight an option, then press the directional buttons ⬅ or ➡ to adjust the game's **Contrast** and **Brightness** levels.

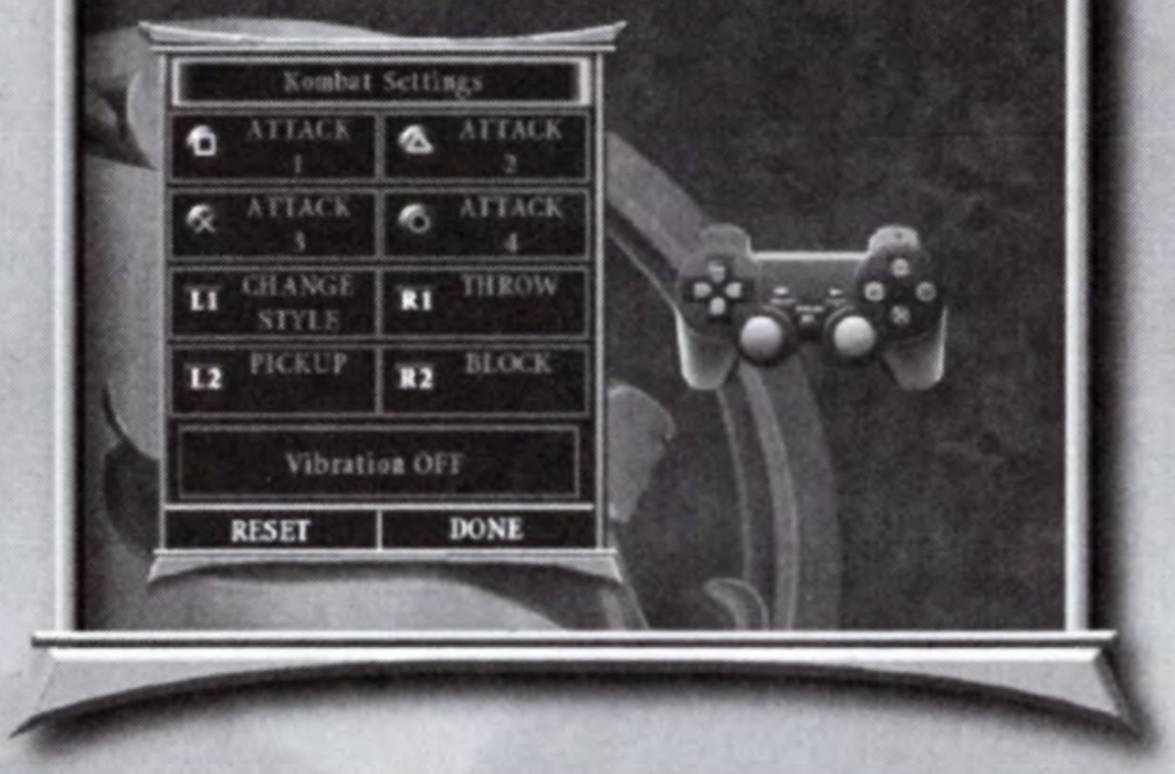
Widescreen and Progressive

If your TV is compatible, **Widescreen** and **Progressive** features can be turned On or Off.

Adjust Screen Position

On some TV screens, you may experience loss of on-screen information due to various monitors' interpretations of your console's signal. If necessary, select this option to adjust the screen to better fit your TV monitor.

Main Menu



CONTROLLER

The Controller menu allows you to configure the controller the way you like. Highlight an action button on the menu, then press the button you'd like to use for that action.

As you customize buttons, changes occur to other controls, and you cannot use one button for more than one action. You can also turn your controller's **Vibration** feature On or Off by highlighting the option and pressing the ⊗ button.

Repeat this process for all controls, then highlight **Done** and press the ⊗ button to return to the Options Menu. If you want to start again from scratch, select Reset to return controls to the default settings.

If you already have a Profile saved, you'll be prompted to save your configuration to it. Press the ⊗ button to bring up the Enter Kode window, then enter the Kode for the desired Profile. The new configuration will load whenever you load that Profile.

Fighter Selection

At the Fighter Selection screen, highlight an available fighter, then press the ⊗ button to make a selection. Player 1 selects using the Red selection box while Player 2 uses the Blue. The fighter's name appears on-screen.

To randomly select a fighter, select the "?". If the Profile you're using has unlocked alternate outfits, you can make a selection by pressing the START button rather than the ⊗ button.

Alternate Character Select

After unlocking an alternate character costume it can be selected on the main character select screen by pressing the START button.

Select an Arena (Versus & Practice Mode Only)

At the Fighter Selection screen, press the R2 button to display the Select an Arena option. Press the directional buttons ← or → to choose an arena.

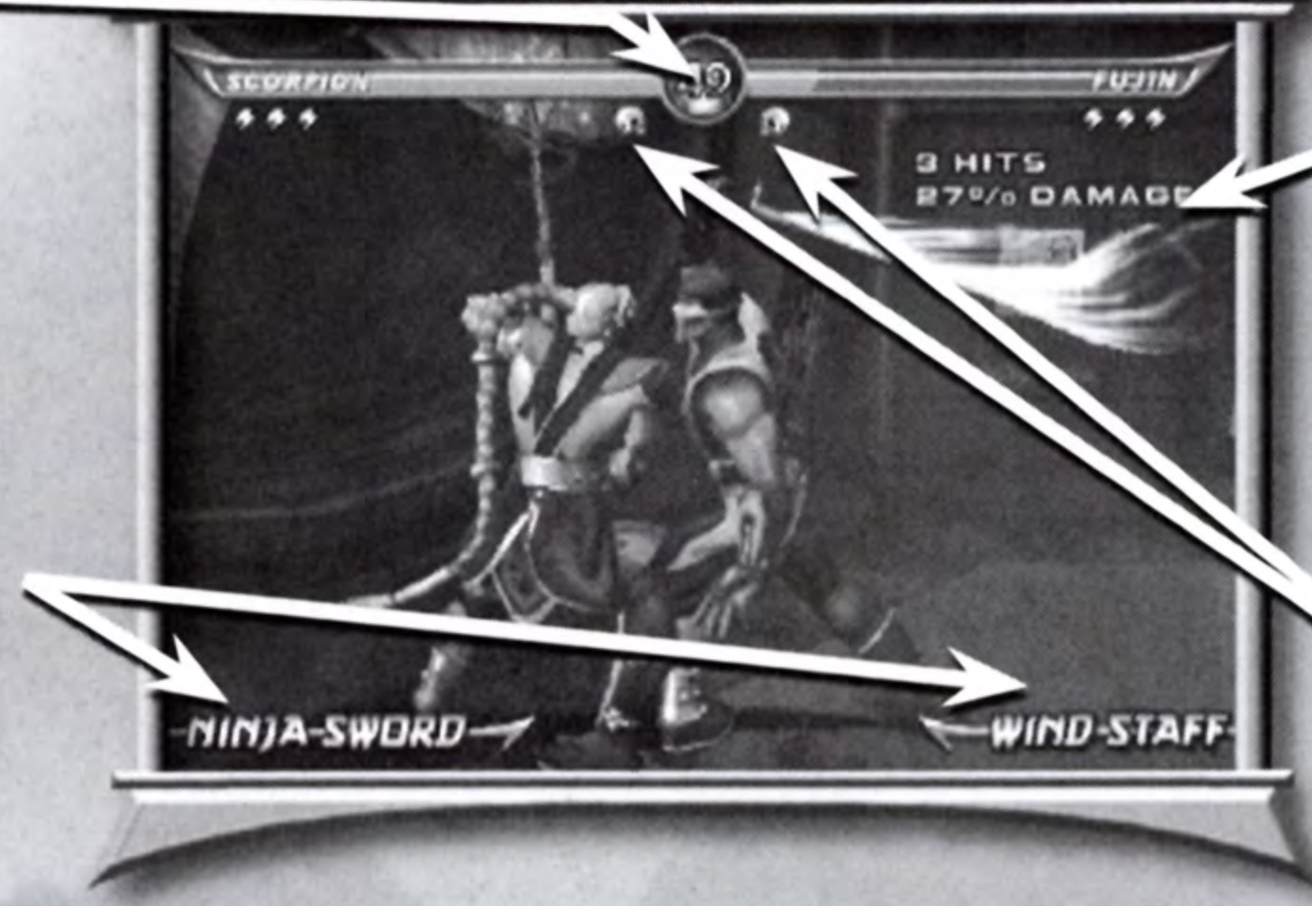
Load Profile

If you've created a Profile (see **Profiles**, pg. 11), you can load it to save fight results to it. Press the L1 button to bring up the Enter Kode window. Enter your Kode if a Profile has yet to be loaded. If it's entered correctly, your Profile name will be displayed. If you want to change the Profile name, press the L1 button again, then press the START button to unload the current Profile. The Profile code window will be available again for you to load a different Profile.

Handicap

This option allows you to handicap a match. In order to give a weaker opponent a more competitive match, you can reduce the amount of **Health** a fighter has at the start of a round. Press the ▣ button to display the Handicap window. Press the directional buttons ← or → to adjust the handicap's percentage. The fighter's Health will then be adjusted for the next match only. You can choose a value between 100% (full Health) and 20%. Press the ◉ button to remove the Handicap display.

The Kombat HUD



Round Timer

By default, each round has a **Round Timer**. If the time is up before either kombatant has been defeated, the warrior with fewer injuries is declared the victor.

Victory Skulls

Each time a fighter wins a round, a **Victory Skull** is earned. The first fighter to earn two (in the default setting) wins the match and is declared the victor.

Combo % Meter

To advance your fighting skills to the highest level, you must learn how to do Combination Attacks. When a combo is executed, the **Combo Meter** briefly appears to display the amount of damage that has been done to an opponent. The more complex the combination, the more damage is done.

Fighting Styles

Mortal Kombat: Armageddon includes two Fighting Styles per fighter. Press the L1 button during any match to toggle between them. If you often change your fighting style to confuse your opponent, you may lose track. Take a quick look at the bottom of the screen to see which fighting style you're currently using.

Health Bars

In all Mortal Kombat battles, Health Bars in the upper portion of the screen measure each warrior's diminishing Health. The meters begin each round reflecting Health at 100%, but the amount of Health is reduced with each blow taken. The reduction amount depends on the type of attack and whether or not it was blocked. When a fighter's Health Meter is depleted, he/she is knocked out and the round goes to the opponent.

Kombat Parry

Press Block and Away (R2 button + Away on the directional buttons) from an opponent to Parry an attack. Timing a Parry against an enemy's attack can make the difference between a win and a loss.

The Kombat HUD

Air Kombat

Find character-specific pop-up moves which allow a Kombatant to use Air Kombat. When an opponent is in the air, jump up to perform Air Kombat combos against him/her.

Ground Kombat

After being knocked to the ground, hold the Block button to stay there. Press the directional buttons to roll away, or press the attack buttons to perform a quick attack from the ground.

Breaker System

At the beginning of each match, you're given only three Combo Breakers. You should use these wisely, because they won't be replenished at the end of a round. Press Forward and Block to break a combo. Each time you perform a Breaker, one of the icons will disappear.

Moves List

During a match, press the START button to view the Pause Menu. Select **Moves List** to view the moves for your character. Press the directional buttons ← or → to cycle between the two fighting styles and special moves, then press ↑ or ↓ to scroll through all the moves for that style. The Moves List is available in all game modes, including Practice.

Kreate a Fatality

If you've defeated an opponent in a Kombat Match, the "Finish Him/Her" prompt will appear. As the red bar drains, you have a limited amount of time to enter a button sequence and create one string of a Fatality. The red bar indicates the time left to perform the next Fatality sequence. If you suc-cessfully enter the right sequence, the timer will reset, allowing you to attempt another sequence. You can enter up to 10 sequences of a Fatality, pounding away until nothing is left of your opponent.

MK Online

Getting Started

Mortal Kombat: Armageddon's new Online feature allows you to connect to the Internet and play against other players online. In order to access Mortal Kombat: Armageddon's Online mode, you will need a network adaptor (Ethenet/modem) (for PlayStation®2), a memory card, and a broadband connection to the Internet from an Internet service provider (ISP). Use the following procedure to log on:

Choose MK Online listed on the Main Menu screen to view the Network Setup screen. If there is an existing configuration file beneath the "Choose a Network Configuration" header, select it to enter the Mortal Kombat: Armageddon Network Login screen. If Create or Modify is the only selectable option, select it and follow the instructions within the Add Settings listing on the Networks Settings screen to properly configure your PlayStation®2 computer entertainment system for online play.

Note: During Online Setup, you cannot edit or delete AOL network settings. Also, you'll be required to view and accept the terms and conditions.

Note
Online features for Mortal Kombat: Armageddon subject to online access terms and privacy statement (access terms on pgs. 24-25). MHE RESERVES THE RIGHT TO TERMINATE THE ONLINE FEATURES FOR THIS PRODUCT AFTER 90-DAYS NOTICE, located at www.midway.com and/or the News and Updates section of MK Online (see next page). Players are responsible for all applicable internet fees.

Network Settings

Add Settings - Follow on-screen instructions to configure Internet settings.
Edit Setting - To make changes to your settings, follow on-screen instructions.
Delete Setting - Delete settings you'll no longer need.
Test Connection - To make sure you've successfully entered your setting, put the settings to the test.

Note: Network setting(s) can be created using the network adaptor start-up disc included with your (Ethernet/modem) (for PlayStation®2).

Network Compatibility

Mortal Kombat: Armageddon supports Online gameplay using the network adaptor (Ethernet/modem) (for PlayStation®2) to connect to the network. The in-game networking uses the official IANA registered PS2 UDP port number: ps-ams 3658/udp PlayStation AMS (Secure). Within a GameSpy room, your local host ping information will be unavailable to other players if you are behind a NAT/firewall. GameSpy room pings require UDP Port 13139 to be open for unsolicited UDP.

Login

On the Mortal Kombat: Armageddon Login screen you'll have three options: Login to MK Online, New Account or Disconnect. If this is your first time playing Mortal Kombat: Armageddon online, or you want to create a new account, select New Account. Enter your Username and Password.

Once you're finished entering a birthday, name, password, city and state name it will prompt you to save this account to a memory card. If you have an existing account choose Login to MK Online, then enter your previously created Username and Password. Access your memory card to load previously saved player Profiles.

** NOTE: You can only create and save 6 accounts per saved player Profile. **

MK Online

Join a Room
If a previously created room is listed to the right, you can use this option to join the room and hook up with an opponent.

Create a Room
To create a room, select this option, then select from the letters and numbers to spell out the name of your room. If you like, you can set a password to get into the room you've created.

Find a Player
If you know a particular player is online, but not sure where, you can use this option to spell out his/her user name to initiate a search.

Friends
If you know a friend is online, but you're not sure where, you can use this option to spell out his/her user name to initiate a search.

Player Profile
When you select this option, you'll view stats saved to your Profile.

Hall of Fame
The best players will have their names engraved on trophies. Take a look every now and then to see how you stack up against the competition.

Leaderboards
Take a look a the **Mortal Kombat: Armageddon** leaders to see where you stand. It displays Rank, Name, Record and Streak for the players on the leaderboard.

News and Updates
Check out the latest news and updates regarding the Online Kombat world.

Change login
Change the name you've used to login.

Disconnect
Disconnect from MK Online.

** NOTE: Some backgrounds will work slightly different for online mode.

Important
Please be sure to use the controller plugged in port 1 for online play.

End User License Agreement

Welcome to the Mortal Kombat: Armageddon Online Tournament Network. Powered by GameSpy(tm).

In order to use the online features in Mortal Kombat: Armageddon we need for you to read the information below, as it describes the terms under which we are offering you this extended functionality, and the rules that we require you to abide by when using the Mortal Kombat: Armageddon Online Tournament Network.

When you have read the information below, please select the 'AGREE' button to continue if you agree to the terms and conditions stated. If you select 'DISAGREE' you will not be able to use the Midway Sports Online Tournament Network.

Midway Home Entertainment Inc.
Mortal Kombat: Armageddon Online Access Terms and Privacy Statement

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You acknowledge and agree that the Service provides you with access to other individuals, including the ability to talk to other players using an optional headset, and that you have no expectation of privacy when using the Service. You further understand and acknowledge that you have control over your privacy on the Service, and that to the extent that you release personally identifiable information to other users through use of the Service, you do so at your own risk. To protect your identity, we encourage you not to use your first or last name as your nickname, and not to disclose personally identifiable information to others on the Service. Because of the live, interactive nature of voice communication using the optional headset feature, the Service Providers do not allow children under 13 to participate in voice communications in Mortal Kombat: Armageddon. If you are between the ages of 13 and 17, you should obtain your parent or guardian's permission before using that feature.

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f) Contains viruses, corrupted files, or any other similar software or programs that may adversely affect the operation of the Service Providers' system or a third party's computer;
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h) Contains unauthorized copies of third parties' works.
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We also want to thank all our friends and family who put up with the many late nights and weekends we all spent making this game.

Win/Loss Records

Player 1	W/L	Player 2	W/L
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JOHN WOO PRESENTS

STRANGLEHOLD™

PLAYSTATION 3

RATING PENDING
RP
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